



KOZMIK KROOZ'R

An exciting new way to space-out!

This extra-terrestrial can't phone home. He's got to get there the hard way...via the video world! And when you take the controls, the encounters get closer than ever as Krooz'r tries to overcome his share of inter-planetary problems!

Bally **MIDWAY**

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KOZMIK KROOZ'R

There's no Space like home!

He's got a face only a mother ship could love... and your mission is to guide Krooz'r safely back home! During the journey, there'll be obstacles in your orbit. Just squeeze the control grip to direct the fire... and when you're pressed against an onslaught of enemies, press the knob to activate your energy shield!

Wise up and win!

When the opposition gets too tough to handle, be on the lookout for your smart bomb. When the bomb turns green, that's your signal to shoot it and destroy all the enemies on your screen!

Rummage for a few extra points in the Kosmik Junkyard!

Every third play, get ready for an inter-galactic garage sale! Krooz'r solos the solar system without his ship. For most aliens, a waste of energy. But not for Krooz'r! You'll be helping him pick up a few necessities for the road in the Kosmik Junkyard. A fuel tank... a motor... a box of bullets. And if you're a smart shopper and deposit them into Krooz'r's ship... you'll win another base!

What has three entry ports and rotates?

It's not the Love Boat... it's your mothership! But this is no time to get technical! You've got to enter it before the enemies close in. And that means you have to wait for an entry port to fight up. If your timing's right, the mothership will beam Krooz'r safely aboard!



CABINET SPECS
71 1/2" Height
34 1/2" Width
45" Depth

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